Collidable + position + radius + ref + GetPosition() + SetPosition() + operator*() + operator->() + getKey() + operator<() + get() + Collidable() + Collidable() + Collidable()

CollideArray::Collidable
Backref

+ toflattenhints_offset

+ CollidableBackref() + CollidableBackref() + CollidableBackref() + CollidableBackref()